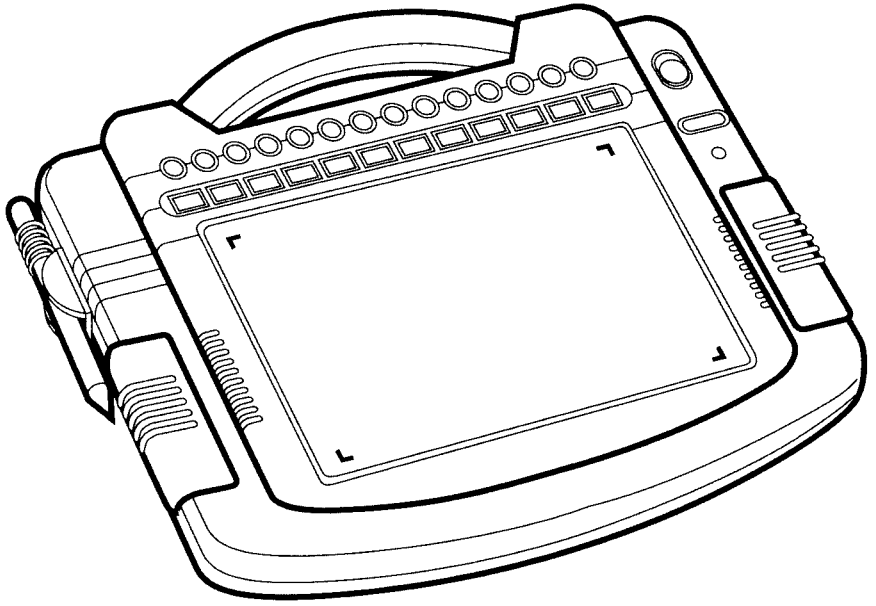
TIGER ED®

Model 9-051-9
For Ages 5 & Up

TIGER TV PAINTER

Instruction Manual



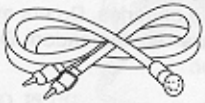
1. SPECIFICATIONS

1.1 Equipment Checklist

The following items are included in your package:

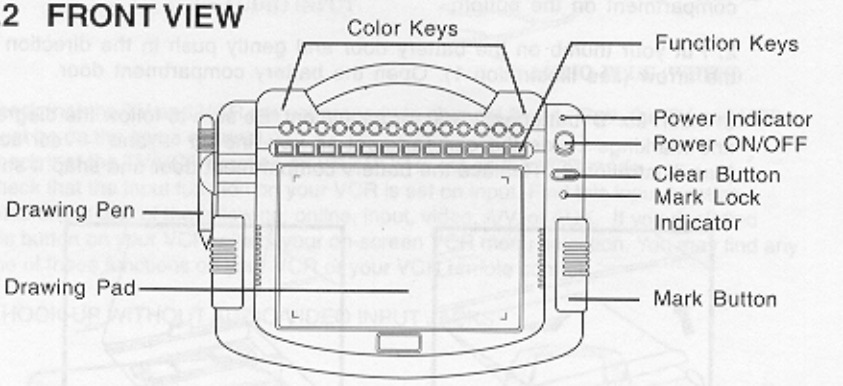
- Unit and Drawing Pen
- AV Cable
- User's Manual

Drawing Pen



AV Cable

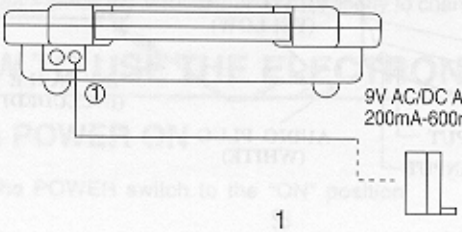
1.2 FRONT VIEW



Line Drawing	Fine Pen	Flip Left-Right	Paint Brush
Rectangle Drawing	Pen	Spray Can	Graphic Library
Ellipse Drawing	Bold Pen	Animation	Stamp Pad
Move	Framed Pen	Zoom	Letters
Copy	Dot Pen	Zoom Editing	Music
Flip Up-Down	Eraser	Puzzle	Undo

2. INSTALLATION

2.1 Connect the Adaptor Power Source:



Make sure the power is off. Connect the 9V AC/DC adaptor as shown above. Plug one end of the adaptor into the back of the unit①. Plug the other end of the adaptor into the wall outlet. Do not connect the 9V adaptor when you are using batteries.
NOTE: Any standard 9V AC/DC adaptor will work with this unit. The adaptor plug is wired. ⊕-●-⊖

2.2 Inserting the Batteries

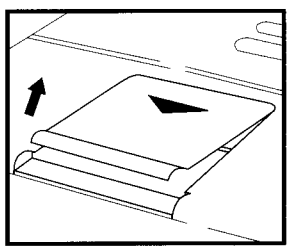
NOTES: The installation of batteries should be done by an adult. Do not mix new and old batteries. Do not mix standard or rechargeable batteries. Alkaline batteries are recommended. Do not insert batteries when you are using the 9V adaptor.

To insert batteries:

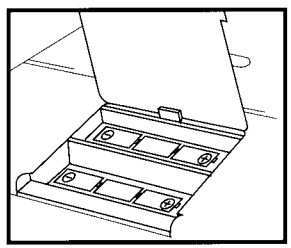
1. Place the electronic painter upside down, so you can see the battery compartment on the bottom.

2. Put your thumb on the battery door and gently push in the direction of the arrow (see illustration 1). Open the battery compartment door.

3. Insert six 'D' batteries, LR20, or equivalent. Be sure to follow the diagram and markings inside the compartment so you line up '+' and '—' correctly (see illustration 2). Replace the battery compartment door and snap it shut.



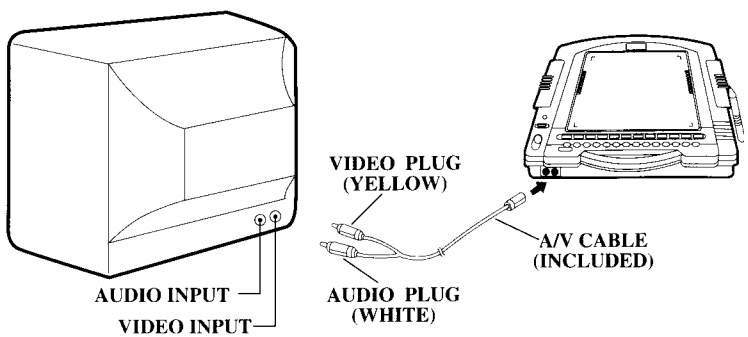
Illus. 1



Illus. 2

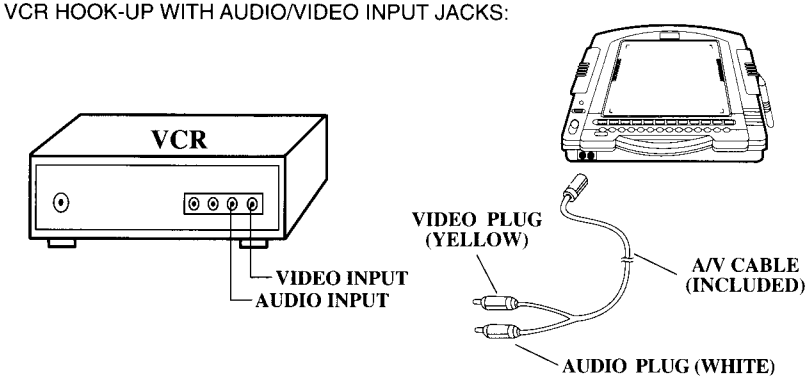
2.3 TV Installation

TV HOOK-UP WITH AUDIO/VIDEO INPUT JACKS:



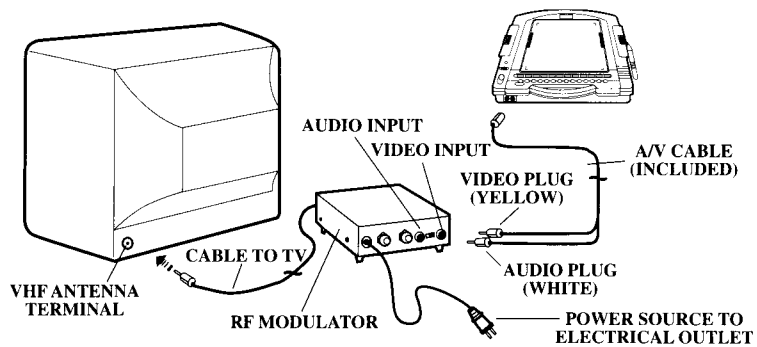
- Check that the TV is set properly to channel 3 or 4.
- Check that the input function on your TV is set on input. Find this input function listed under one of the following: online, input, video, A/V, or AUX. If you don't find this button on your TV, check your on-screen TV menu selection. You may find any one of these functions on your TV or your TV remote control.

VCR HOOK-UP WITH AUDIO/VIDEO INPUT JACKS:



- Check that the TV and VCR are set properly to channel 3 or 4. Both the TV and VCR must be on the same channel.
- Check that the TV/VCR function on your VCR is set on the VCR mode.
- Check that the input function on your VCR is set on input. Find this input function listed under one of the following: online, input, video, A/V, or AUX. If you don't find this button on your VCR, check your on-screen VCR menu selection. You may find any one of these functions on your VCR or your VCR remote control.

TV HOOK-UP WITHOUT AUDIO/VIDEO INPUT JACKS:



If your TV does not have audio/video input jacks, an RF Modulator (sold separately at most electronic stores), will be required to connect directly to your TV.

- Check that your TV and RF Modulator are set properly to channel 3 or 4.

3. HOW TO USE THE ELECTRONIC PAINTER

3.1 Turn POWER ON

Turn the POWER switch to the "ON" position.

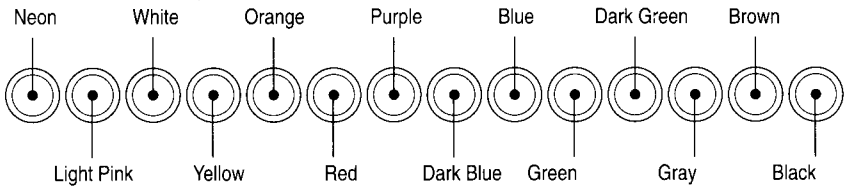
3.2 Demonstration Screen

The demonstration screen will automatically appear when the power switch is turned on, giving visual representation of all the features of the electronic painter.

To turn off the demonstration screen, simply touch the drawing pad, color keys, or function keys with the drawing pen. The demonstration screen will disappear immediately and the electronic painter is ready for drawing.

3.3 Color Selection

14 color keys include:



Press the color key with the drawing pen to select the color you want to use in your drawing.

3.4 Function Selections

Each function key contains two separate functions. To select the function on the left, simply press the function key with the drawing pen. To select the function on the right, hold down one of the mark buttons and press the function key.

3.5 Drawing Pad

The Drawing Pad is the work area you will be using to create your drawings. Choose a function, then place your drawing pen on the drawing pad and press the mark button...you will create your own masterpiece. Your drawings will appear on your TV screen, not on the drawing pad. Use the drawing pad every time you add a shape, character, graphic or background scene to your drawing, and when you are using the editing and drawing functions.

3.6 Drawing Pen

The Drawing Pen is stored on the left side of the unit. Simply detach the pen from the holder. The Drawing Pen does not contain any ink. As you draw on the Drawing Pad, the image will appear only on the TV screen, not on the Drawing Pad.

3.7 Mark Buttons

There are two mark buttons; one on each side of the electronic painter. Press the drawing pen to the drawing pad and continuously hold down either

the left or right mark button while you draw, add a graphic or edit a drawing. If you touch the drawing pen to the drawing pad without pressing either mark button, the image will not appear on the TV screen.

3.8 Mark Lock Feature

You can "Lock" the draw function ON by pressing down on both mark buttons at the same time. The mark lock indicator will be turned on. You can now draw on the screen without having to hold down either of the mark buttons. To "Unlock" the draw function, press down on both mark buttons at the same time or press any function key. The mark lock indicator will be turned off.

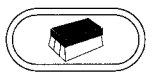
3.9 Clear Button

The Clear button is located under the ON/OFF button on the upper right side of the unit. Simply press the Clear button and it will clear/delete the entire screen.

4. HOW TO USE THE BASIC FUNCTION KEYS

4.1 Drawing

The electronic painter has 5 different pens to choose from. Select the pen you want by pressing the desired function key. Select the color you want the pen line to be by pressing the desired color key. Press the pen to the drawing pad to locate where you want to begin drawing the line. Press and hold down one of the mark buttons to begin drawing on the drawing pad. Move the pen across the pad as you draw and you are on your way to creating a masterpiece.

4.2  Eraser

You can erase anything you draw with the Eraser function. Press the Eraser function key to select the Eraser mode. The Eraser menu will appear in the upper left corner of the screen. Move the "hand" icon to the function you want (see description below) and press one of the mark buttons to select.

• **Eraser**

Press the pen to the drawing pad to locate where you want to begin erasing. It will erase at the upper left corner of the Eraser icon. Hold down one of the mark buttons and move the eraser across anything that you want to erase. Repeat this step as often as you like.

• **Color Eraser**

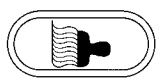
Same as Eraser function described above except that the current selected color will be erased and not the drawing.

• **Cut**

The Cut function will erase a specific area of your drawing. Move the Cut icon to the upper left corner of the area that you want to cut. Press the mark button to mark the cut point position. Now pull the box line to enclose the area that you want to cut and press the mark button again while holding the drawing pen in position. The image within the block will immediately disappear, leaving an empty white space in its place. Press the Undo key immediately if you want to cancel the cut.

• **Clear Screen**

The Clear Screen function will erase the entire screen. You can also press the Clear button located under the ON/OFF button (see 3.9 Clear Button).

4.3  Paint Brush

The Paint Brush function allows you to fill an area on your drawing with colors selected from the color keys. Press the Paint Brush function key to enter the painting mode. Locate where you want to begin painting by pressing the pen to the drawing pad. Begin painting by holding the pen to the drawing pad in position as you press the mark button. Paint will run out of any breaks or openings in the line, so the area to be painted must be enclosed with a solid line. If paint runs out of any breaks, simply press the Undo key and that will erase the paint "over-spill". Then you can patch the openings in the line and repeat the painting steps.

4.4

Undo Key

The Undo function key allows you to cancel the last step you made. This is a very handy feature when you are drawing something that isn't exactly what you want to draw or when you have used or selected a function in error. Simply press the Undo key and the last step you made will be deleted.

4.5 Graphic Library

The Quick-Draw Graphic Library contains 24 different designs and eight different background scenes. Press the Graphic Library key to enter the Quick-Draw sub-menu. This menu displays six different graphics at a time. Press the Graphic Library key again to choose a different category of graphics or the background scenes. The first four categories contain 24 graphics and the last category contains eight background scenes. To select one of the 24 Quick-Draw graphics, press the Graphic Library function key to select a category, move the "hand" icon to the specific graphic you want, and press one of the mark buttons. The selected graphic will appear in the window on the right (see Illustration 1).

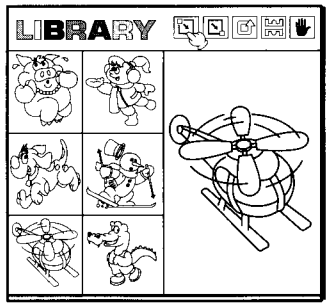


Illustration 1

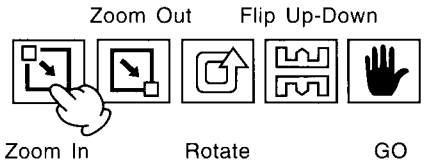
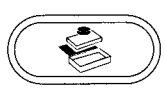


Illustration 2

You can change the size and orientation of the selected graphic by using the four editing function keys above the window (see Illustration 2). The Zoom In function key will enlarge the selected graphic and the Zoom Out function key will shrink the selected graphic. The Rotate function key will rotate the graphic 90 degrees counter-clockwise. The Flip function key will flip the graphic upside down. After editing is complete, move the "hand" icon to the GO key, and press the mark button. The Quick-Draw menu will disappear. Press the pen to the drawing pad to locate the position where you want the graphic to appear on the screen. Press one of the mark buttons and the graphic will automatically appear on the screen in full color.

To select the background pictures, press the Graphic Library key until you reach the background scene category. Move the "hand" icon to the specific scene you want and press the mark button. The selected scene will appear on the screen in full color. If you want to delete all the colors from the picture, press the Undo function key. Now, you can color it in with your own choice of colors by using the 14 colors at the top of your drawing pad.

Note: You cannot change the size and orientation of a graphic that has a red dot. (Red dots are located in the upper left corner of the square that contains the graphic.) The graphics with the red dots are animation graphics and are explained in section 5.9.

4.6  Stamp Pad

The Stamp Pad function contains 35 stamps and 42 print patterns to use with your drawings. Press the Stamp Pad key to enter the "STAMP" menu (see Illustration 1). Press the Stamp Pad key again to enter the "PRINT PATTERNS" menu (see Illustration 2). To use the "STAMP" function, select the color you want the shape to be by pressing the desired color key. Select one of the stamps by moving the "hand" icon to the desired stamp and pressing the mark button. Locate on your drawing pad where you want to place the stamp by pressing the pen to the drawing pad. Hold the pen in position and press the mark button. A single stamp will appear on the screen. You can repeat this step as often as you like using many different stamps and colors. By moving the stamp as you hold down the mark button, you can create special effects of that stamp. To use the "PRINT PATTERNS" function, choose the color you want by pressing the desired color key. Select the desired print pattern with the "hand" icon and press the mark button.

Press the pen to the drawing pad and a "paint roller" icon will appear on the screen. Move the "paint roller" to the area you want the print pattern to appear and press the mark button. The area will now have your selected print pattern.

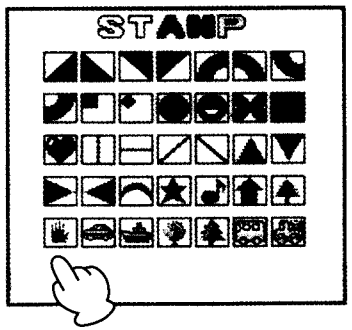


Illustration 1

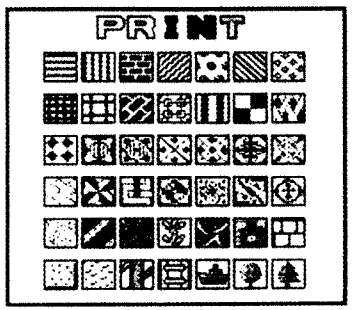


Illustration 2

4.7 ABC Letters

There are 105 different characters to "write" with in any color you choose. Press the Letters function key to call up the "letter" menu (see Illustration 1), Select the color you want the letters to be by pressing the desired color key. Select a character by moving the "hand" icon to the character and pressing the mark button. The selected character will appear in the lower left portion of the menu. Continue in this same manner until you have selected all the characters you wish to use. After you have selected the desired characters, move the "hand" icon to the GO key and press the mark button. The "letter" menu will disappear. Locate where you want the characters to appear on your drawing pad by pressing the pen to the drawing pad. Hold the pen in position as you press down the mark button. This will display the character(s).

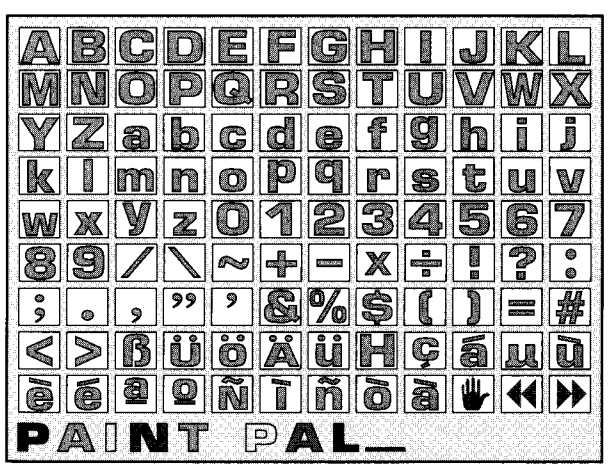


Illustration 1

5. HOW TO USE THE GRAPHIC EDITING FUNCTION KEYS

The electronic painter has sophisticated graphic editing capabilities that are easy to master. The Graphic Editing function key contains Line Drawing, Rectangle Drawing, Ellipse Drawing, Move, Copy, Flip Up-Down, Flip Left-Right, Spray Can, Animation, Zoom and Zoom Editing. To select the Graphic Editing function, hold down one of the mark buttons while pressing the desired function key with the drawing pen. Each Graphic Editing function is explained in detail below.

5.1 Line Drawing

This function allows you to draw a line from one point to another point. Select the color you want the line to be, then select the pen type (fine pen, pen, bold pen, framed pen or dot pen). Select the Line Drawing function by holding down one of the mark buttons and pressing the Line Drawing function key. Locate where you want the line to begin on the drawing pad by pressing the pen to the pad. Press the mark button to mark the starting point of your line. Now you can move the pen anywhere on the screen to the point where you want the line to end and press the mark button again. Press the Undo key immediately if you want to delete the line.

5.2 Rectangle Drawing

This function allows you to draw a rectangle on the screen. Select the pen type and color you want the rectangle to be drawn in before pressing the rectangle drawing function key. Select Rectangle Drawing function by holding down one of the mark buttons and pressing the Rectangle Drawing function key. Locate where you want the upper left corner of the rectangle to be on the screen by pressing the pen to the pad. Press the mark button to mark the rectangle corner. Now you can move the pen anywhere on the screen to determine the size of the rectangle you wish. When you decide the rectangle size, hold the pen in position and press the mark button again. The rectangle will appear on the screen. Press the Undo key immediately if you want to delete the rectangle.

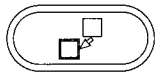
5.3 Ellipse Drawing

This function allows you to draw an ellipse on the screen. Select the pen type and color you want the ellipse to be drawn in before entering the ellipse drawing function. Select the Ellipse Drawing function by holding down one of the mark buttons and pressing the Ellipse Drawing function key. Locate where you want the center of the ellipse to be on the screen by pressing the pen to the drawing pad. Press the mark button to mark the center point of the ellipse. Now you can move anywhere on the screen to determine the size of the ellipse. When you decide the ellipse size, hold the pen in position and press the mark button again. The ellipse will appear on the screen. Press the Undo key immediately if you want to delete the ellipse.

5.4 Move

This function allows you to move an image drawn on the screen to another position on the screen. Select the Move function by holding down one of the

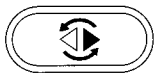
mark buttons and pressing the Move function key. Locate the point at the upper left side of the image you want to move by pressing the pen to the drawing pad. Press the mark button. Now pull the box line to enclose the area you want to move and then press the mark button again while holding the pen in position. You can move the enclosed image anywhere on the screen. The area where the image was moved from will be left empty (white). Press the Undo key immediately if you want to cancel the move.

5.5  Copy

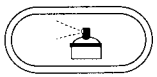
This function allows you to copy an image drawn on the screen to another position on the screen. Select the Copy function by holding down one of the mark buttons and pressing the Copy function key. Locate the point at the upper left side of the image you want to copy by pressing the pen to the drawing pad. Press the mark button. Now pull the box line to enclose the area you want to copy and press the mark button again while holding the pen in position. You can now copy the same image anywhere on the screen while the original image remains in place. Press the Undo key immediately if you want to cancel the copy.

5.6 Flip Up-Down

This function allows you to flip an image up or down in its place on the screen. Select the Flip Up-Down function by holding down one of the mark buttons and pressing the Flip Up-Down function key. Locate the point at the upper left corner of the area to be flipped by pressing the pen to the drawing pad. Press the mark button. Now pull the box line to enclose the area that you want to flip and press the mark button again while holding the pen in position. The image will instantly flip upside down within the same boxed area on the screen. Press the Undo key immediately to cancel the flip.

5.7  Flip Left-Right

This function allows you to flip an image left or right in its place on the screen. Choose the Flip Left-Right function by holding down the mark button and pressing the Flip Left-Right function key. Place your drawing pen at the upper left corner of the area to be flipped. Press the mark button. Now pull the box line to enclose the area that you want to flip and press the mark button again while holding the pen in position. The image will immediately flip (reverse) within the same boxed area on the screen. Press the Undo key immediately to cancel the flip.

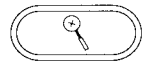
5.8  Spray Can

This Spray Can function creates a spray paint effect on the screen. Select the color you want to spray paint on your drawing. Choose the Spray Can function by holding down the mark button and pressing the Spray Can function key. Move the pen across the pad while holding down the mark button.

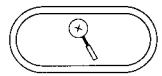
5.9 Animation

This features allows you to bring selected graphics to life on the screen. There are eight animated graphics in the Graphic Library. The graphics with a red dot at the upper left corner are graphics that can be animated.

Enter the Graphic Library to select one of the animated graphics and place the graphic onto your drawing (see 4.5 GRAPHIC LIBRARY in the instruction manual to select a graphic.) Press the MARK button and the Animation key AT THE SAME TIME immediately after placing the graphic onto your drawing. The graphic will then move through its individual movement cycle. Stop the movement any time by pressing the Animation function key again. Immediately press the Animation key again to continue movement. The graphic will not move after another function key, other than the Animation key, has been pressed.

5.10  Zoom

This function allows you to enlarge or shrink an image on the screen. Choose the Zoom function by holding down the mark button and pressing the Zoom function key. Put your drawing pen at the upper left point of the image that you want to enlarge or shrink. Press the mark button. Now, pull the box line to enclose the area that you want to zoom and press the mark button again while holding the pen in position. After the area to be zoomed has been determined, you must decide the size and the location of the image to be zoomed. To do this, put your drawing pen at the upper left point of the image that you want to place. Press the mark button. Pull the box line to determine the size of the image and press the mark button again. The changed image will appear inside the box. Press the Undo key immediately if you want to cancel the zoom operation.

5.11  Zoom Editing

This function allows you to magnify a section of the screen for line detailing. Choose the Zoom Editing function by holding down the mark button and pressing the Zoom Editing function key. Put your drawing pen on the image you want to zoom in on and press the mark button. The zoomed area will instantly appear on the screen. You can change the individual points by drawing on the zoomed area. You can also change the colors of the pen. After editing is completed, move the pen to the GO box and press the mark button. If you want to quit the Zoom Editing menu, move the pen to the QUIT box and press the mark button (see Illustration 1 below).

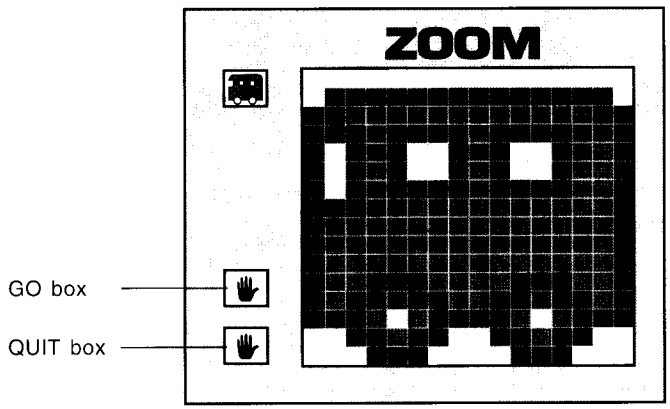


Illustration 1

6. HOW TO USE THE MUSIC FUNCTION

The music function contains eight built-in melodies and a keyboard. Press the music function key to enter the Music menu. Pressing any function key other than the Music function key will take you out of the music mode.

6.1 Built-In Melodies

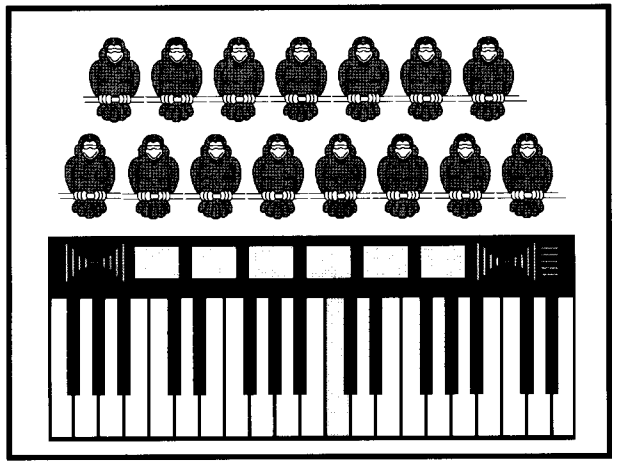
After entering the Music menu, move the "hand" icon to one of the melody boxes (as shown above) and press the mark button. The selected melody will play on the TV. If the 9th melody is selected, all the melodies will be played one after another, continuously.

6.2 Speaker

Move the "hand" icon to the speaker box. Press the mark button. An "X" will appear over the speaker graphic and the music for the entire unit will turn off. Therefore, any drawing function you go into now will not have any background music. To turn the music back on, move the "hand" icon to the speaker box and press the mark button.

6.3 Keyboard

After entering the music mode, move the "hand" icon to the keyboard box of the menu and press the mark button. The keyboard will be shown on the screen (see below). Now you can play the keyboard yourself by moving the "hand" icon across the keys and pressing the mark button.



7. HOW TO PLAY THE MATHEMATICAL GAMES AND PUZZLE

The electronic painter features seven mathematical games and eight different picture puzzles. Press the mark button and the Puzzle function key to enter the game menu.

7.1 Mathematical Game

After entering the game menu, move the "hand" icon to the mathematical box (located to the left of the puzzle box) and press the mark button to enter the game sub-menu. Select a category by moving the "hand" icon to the activity boxes on the menu bar. Detailed descriptions of each activity are outlined below.

Activity Descriptions:

This game consists of one-digit plus one-digit addition equations.

This game consists of two-digit plus two-digit addition equations.

This game consists of three-digit plus three-digit addition equations.

This game consists of one-digit minus one-digit subtraction equations.

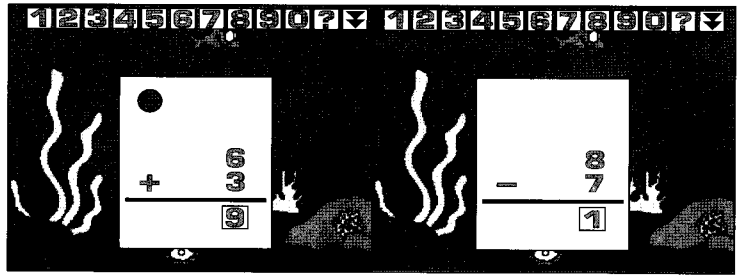
This game consists of two-digit minus two-digit subtraction equations.

This game consists of three-digit minus three-digit subtraction equations.

This game consists of one-digit times one-digit multiplication equations.

Press the mark button to display the selected question on the screen. To answer the question, move the "hand" icon to the 0-9 number boxes on top of the screen and press the mark button to choose a number. The selected number will be used to fill in the blanks of the answer. Repeat this step until all the blanks have been filled.

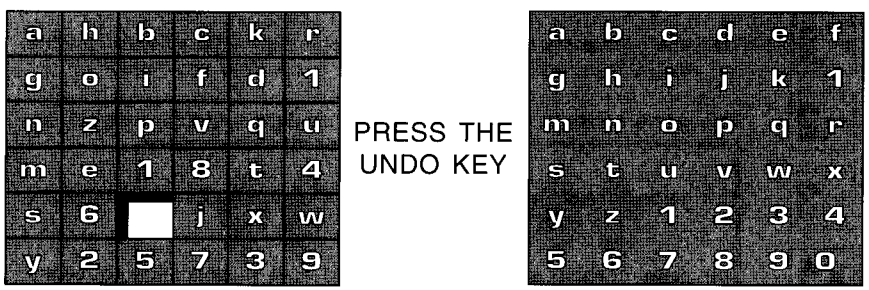
If you want to know the correct answer, move the "hand" icon to the answer box (?) and press the mark button. The correct answer will appear in the blanks. Move the "hand" icon to the next box (▼) and press the mark button to choose the next question. To exit the game, press any function key. To return to the game menu, press the mark button and the puzzle icon.



7.2 Puzzle Game

After entering the game menu, move the "hand" icon to the puzzle box and press the mark button to enter the puzzle game sub-menu. Select a puzzle picture by moving the "hand" icon to box 1-8 of the menu bar. Press the mark button to display the selected picture on the screen. To play the puzzle game, move the "hand" icon on the screen to the puzzle piece you want to swap with the blank piece and press the mark button. The selected piece will be swapped. Continue to swap pieces in this manner. Note that only the top, bottom, left and right pieces next to the blank piece can be selected. If you want to recall the original unscrambled picture for 2 seconds, press the Undo key (see below). To escape from the puzzle game, press any function key except the puzzle key.

Note: the lower-right piece of the unscrambled picture will be replaced by the blank piece.



INFORMATION TO THE USER

This device complies with part 15 of the FCC Rules.
Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device. Pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception which can be detemined by turning the equipment off and on. The user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

CAUTION: Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

Parents should examine the unit and adaptor periodically, in case there is any damage, the toy must not be used until that damage has been properly removed.

TROUBLE SHOOTING

NO POWER (AC/DC ADAPTOR)

If you turn on the electronic painter unit and nothing happens....

1. Check that the POWER INDICATOR is ON.
2. Check that the AC/DC ADAPTOR (not included) is 9V, 200mA (min) to 600mA (max).
3. If you are using batteries, check to make certain batteries are installed properly and are at full strength.

POWER ON - NO SCREEN or NO SOUND

1. Check that the VIDEO (yellow) or AUDIO (white) cable is connected correctly between the unit and the TV.
2. Check that the TV is set properly to display the screen (Set the TV/VIDEO (VCR) switch of TV in VIDEO (VCR) position).
3. If you are still having trouble after checking all of the above, please call our toll-free number at 1-800-TIGER ED and a representative will be happy to help you.

CAUTION

TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and follow the toy and battery manufacturer's instructions.
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable batteries.
3. Always remove exhausted or dead batteries from the product.
4. For proper function, do not apply any sharp or pointed objects to the drawing pad.

CARE INSTRUCTION

1. Clean the electronic painter with a soft, damp cloth.
2. Please do not put the electronic painter in direct sunlight or near any source of heat.
3. Please remove the batteries if you won't be using the electronic painter for a long period of time.
4. Do not use any chemical solvents to clean the electronic painter.
5. Don't spill anything on the electronic painter.
6. For indoor use only.
7. Do not immerse in water.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damage from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$25.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy or any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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Questions? Call: 1-800-TIGER ED

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